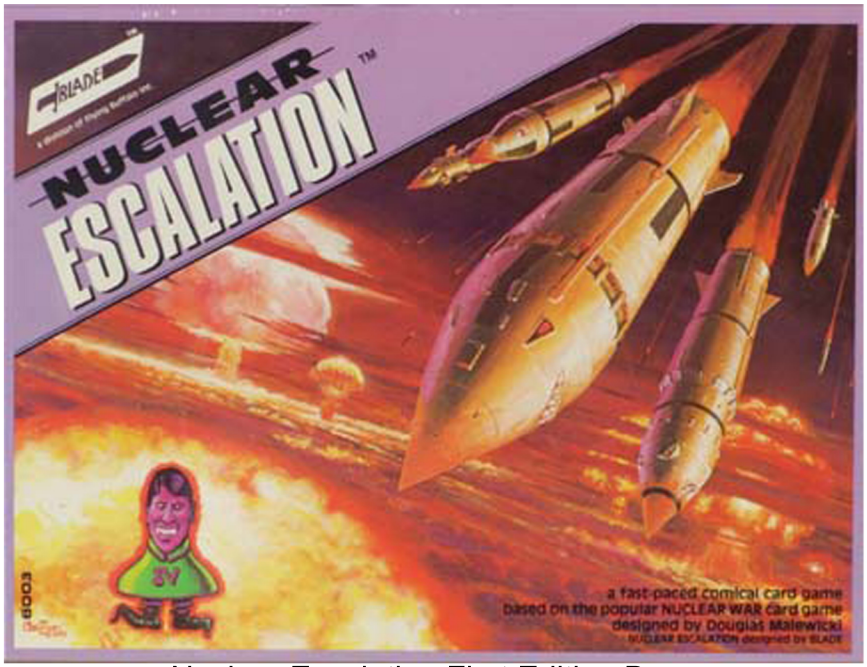
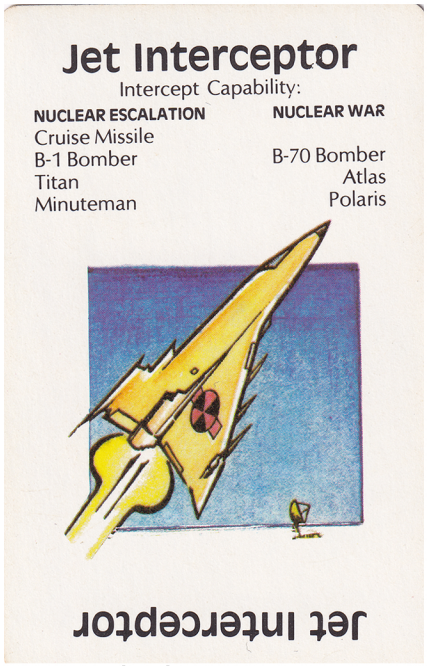
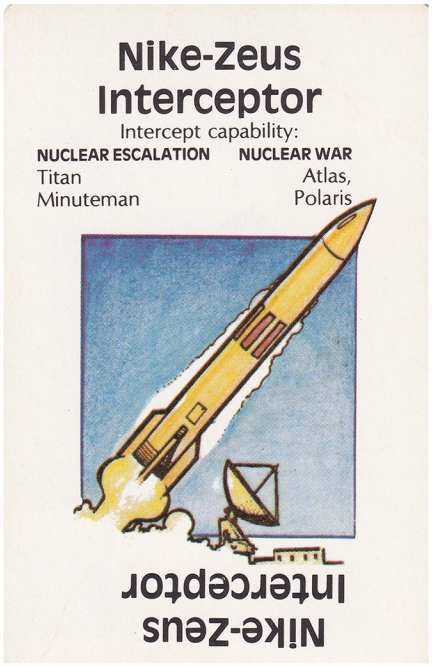
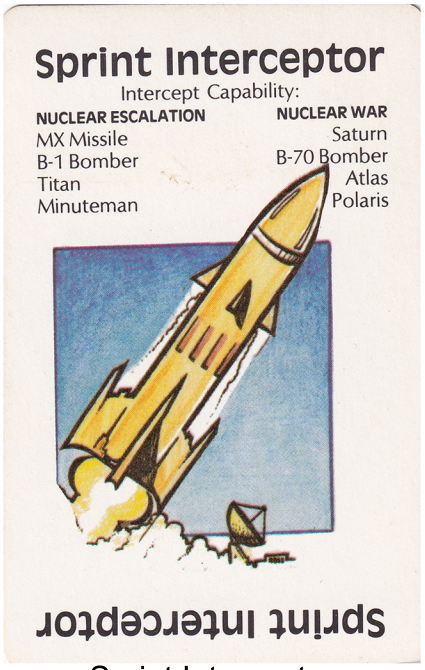


Nuclear Escalation First Edition Box

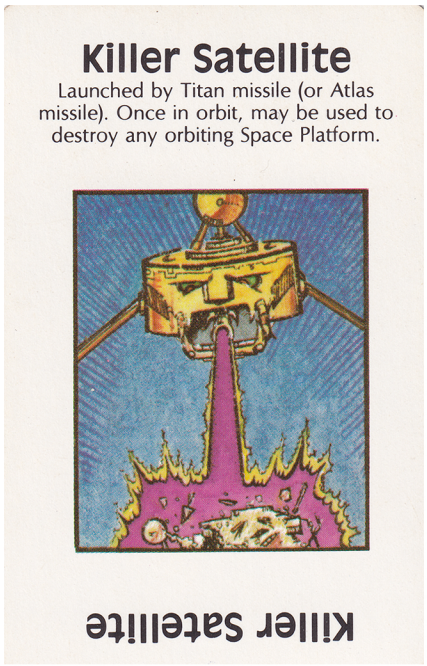


Jet Interceptor

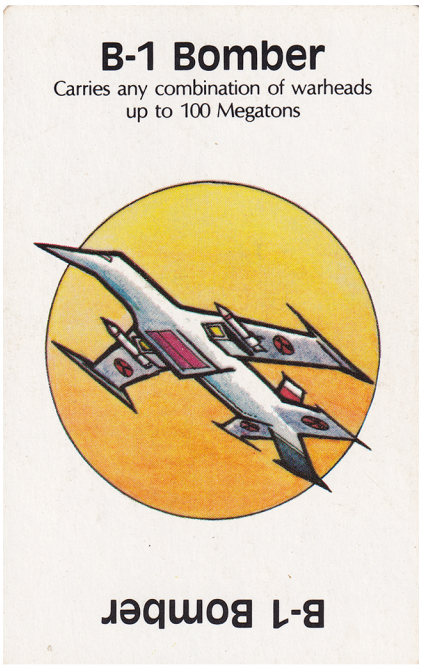




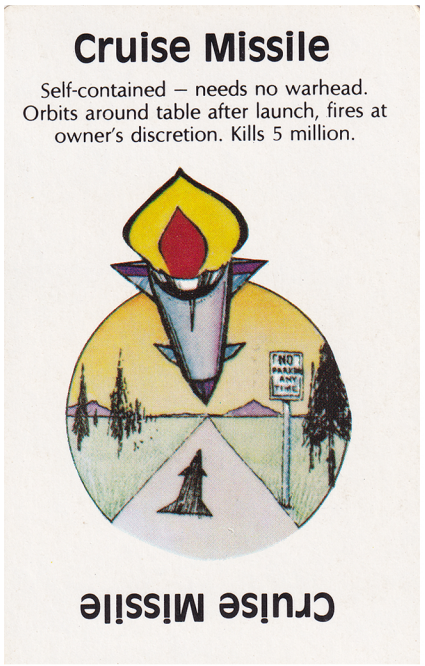
Sprint Interceptor


Killer Satellite
Launched by Titan missile (or Atlas missile). Once in orbit, may be used to destroy any orbiting Space Platform.
Killer Satellite

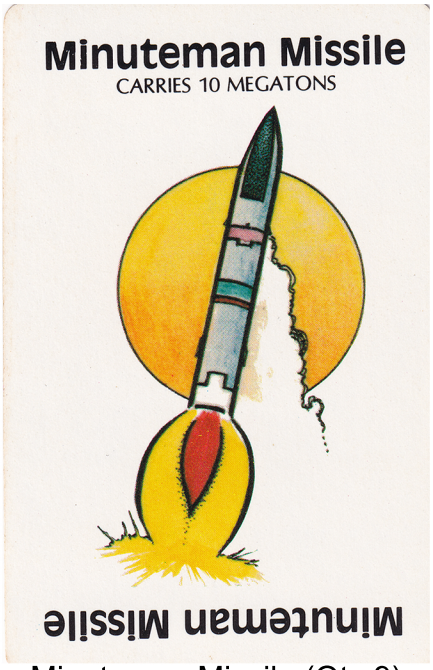
Killer Satellite



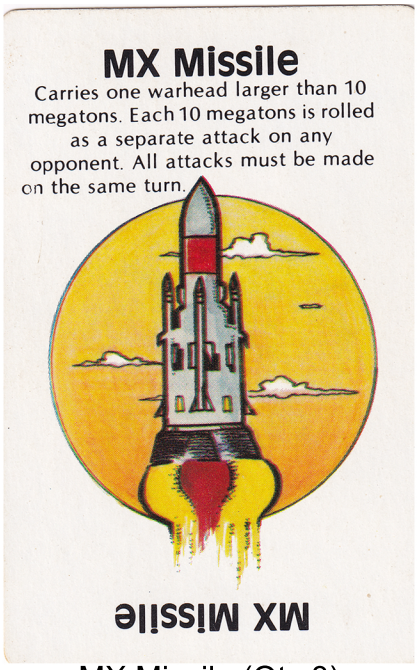
B-1 Bomber (Qty 4)


Cruise Missile
Self-contained – needs no warhead. Orbits around table after launch, fires at owner's discretion. Kills 5 million.
NO PASSING ANY TIME
Cruise Missile

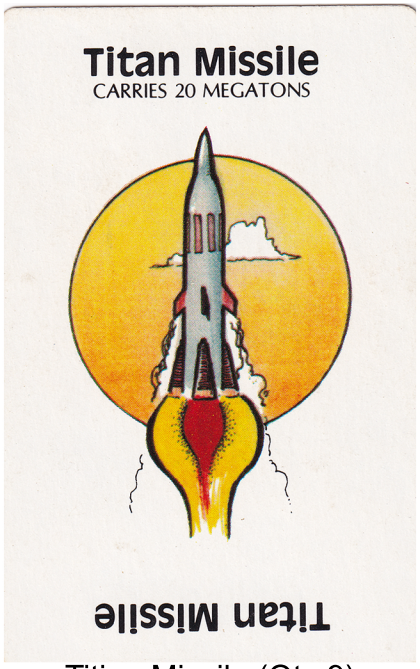
Cruise Missile (Qty 2)



Minuteman Missile (Qty 9)

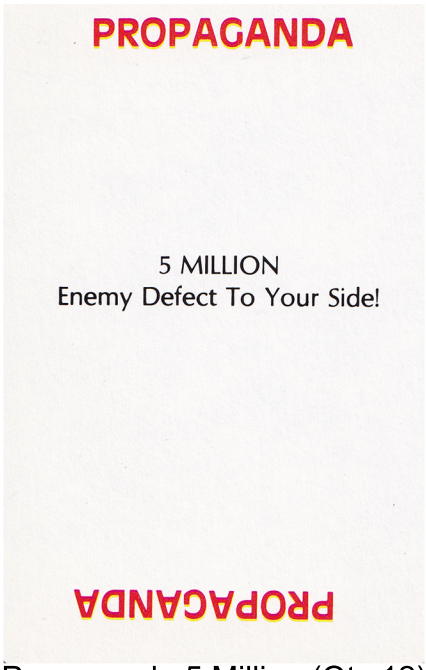

MX Missile
Carries one warhead larger than 10 megatons. Each 10 megatons is rolled as a separate attack on any opponent. All attacks must be made on the same turn.
MX Missile

MX Missile (Qty 3)

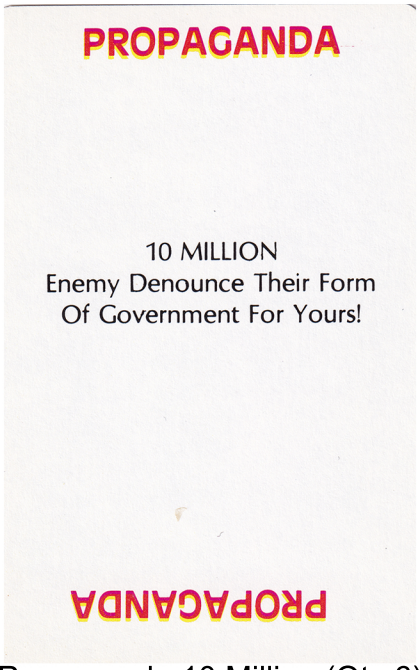


Titian Missile (Qty 9)

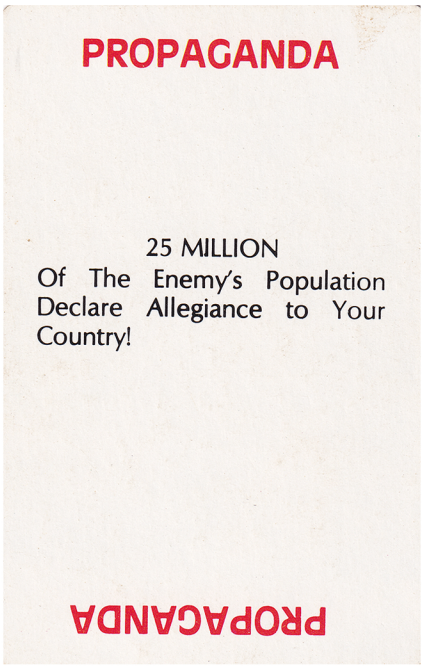
Missle - Space Platform (Qty 3)



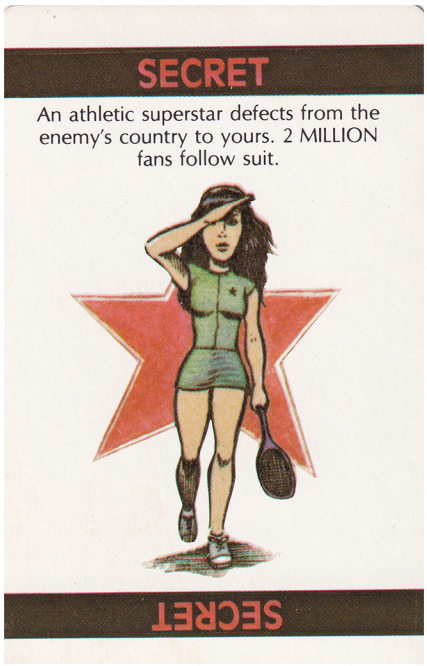
Propaganda 5 Million (Qty 12)



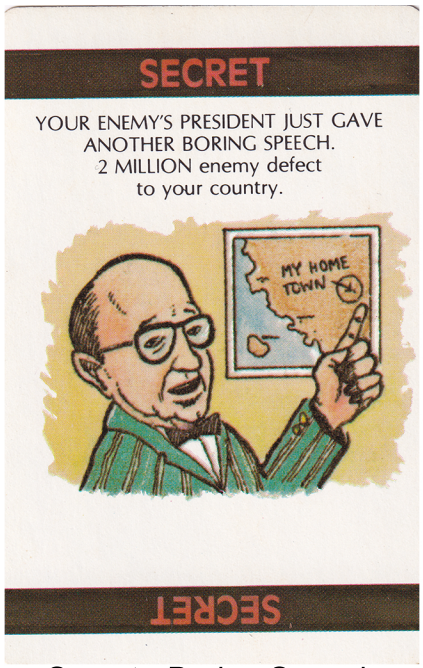
Propaganda 10 Million (Qty 6)



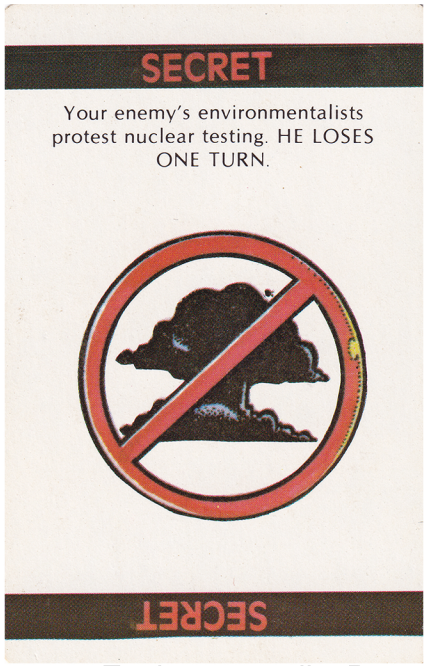
Propaganda 25 Million (Qty 2)



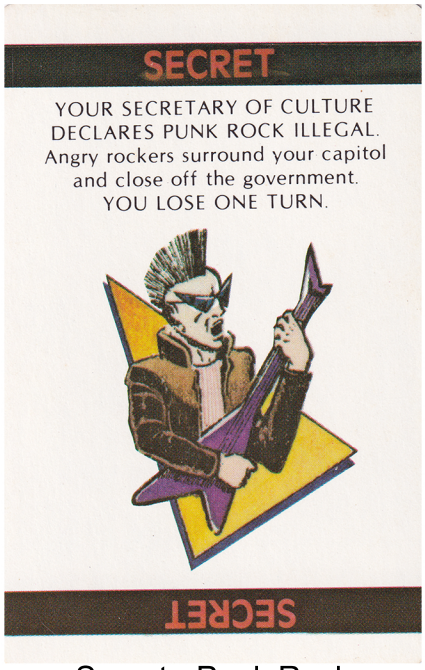
Secret - Athletic Superstar



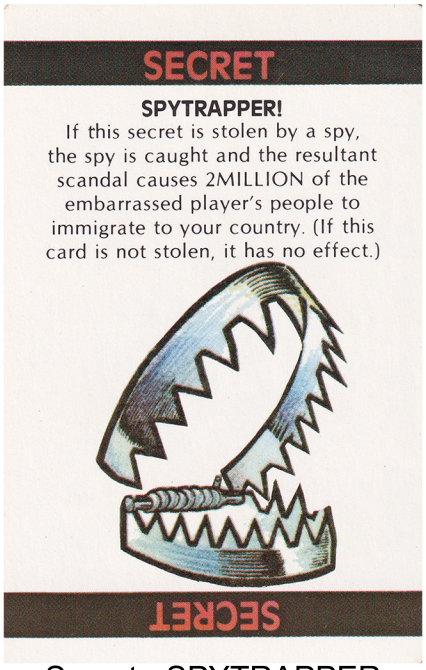
Secret - Boring Speech



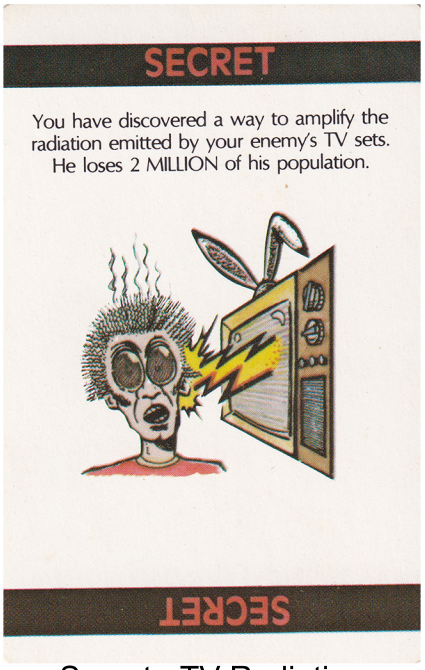
Secret - Environmentalist Protest


SECRET
YOUR SECRETARY OF CULTURE DECLARES PUNK ROCK ILLEGAL. Angry rockers surround your capitol and close off the government. YOU LOSE ONE TURN.
SECRET

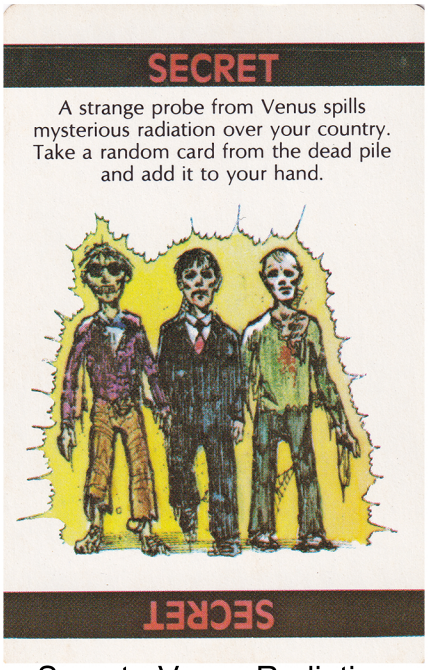
Secret - Punk Rock


SECRET
SPYTRAPPER!
If this secret is stolen by a spy, the spy is caught and the resultant scandal causes 2MILLION of the embarrassed player's people to immigrate to your country. (If this card is not stolen, it has no effect.)
SECRET

Secret - SPYTRAPPER


SECRET
You have discovered a way to amplify the radiation emitted by your enemy's TV sets. He loses 2 MILLION of his population.
SECRET

Secret - TV Radiation


SECRET
A strange probe from Venus spills mysterious radiation over your country. Take a random card from the dead pile and add it to your hand.
SECRET

Secret - Venus Radiation

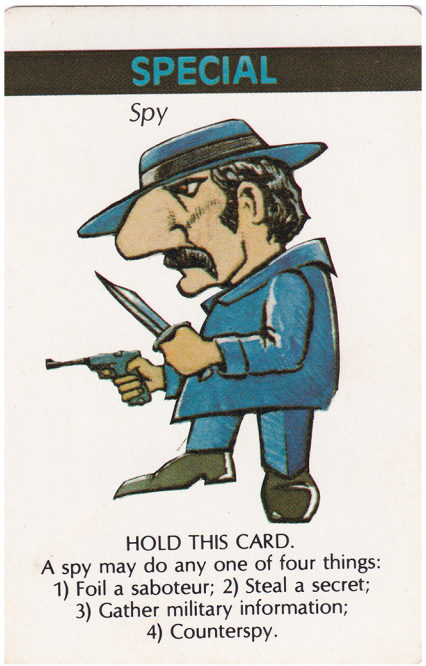
SPECIAL
Civil Defense
CIVIL DEFENSE COUPON
HOLD THIS CARD.
This card will allow you to save 5 MILLION people from any one attack. Save until needed. Discard after use.

Special - Civil Defense

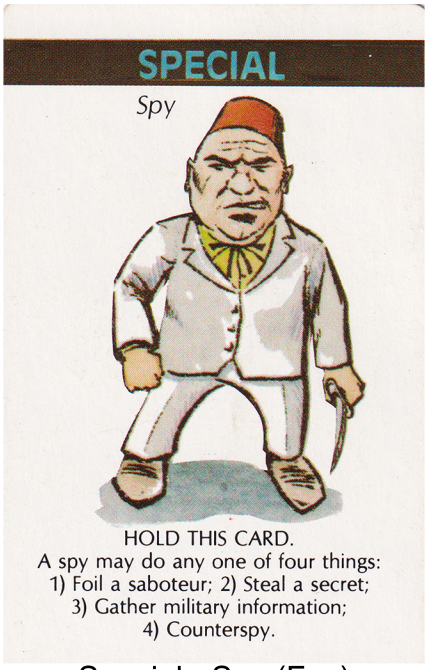
Special - Saboteur

SPECIAL
Spy
HOLD THIS CARD.
A spy may do any one of four things:
1) Foil a saboteur; 2) Steal a secret;
3) Gather military information;
4) Counterspy.

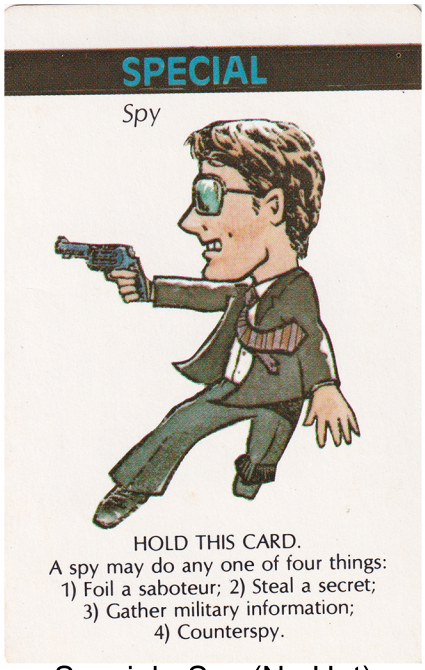
Special - Spy (Canotier)


SPECIAL
Spy
HOLD THIS CARD.
A spy may do any one of four things:
1) Foil a saboteur; 2) Steal a secret;
3) Gather military information;
4) Counterspy.

Special - Spy (Fedora)


SPECIAL
Spy
HOLD THIS CARD.
A spy may do any one of four things:
1) Foil a saboteur; 2) Steal a secret;
3) Gather military information;
4) Counterspy.

Special - Spy (Fez)


SPECIAL
Spy
HOLD THIS CARD.
A spy may do any one of four things:
1) Foil a saboteur; 2) Steal a secret;
3) Gather military information;
4) Counterspy.

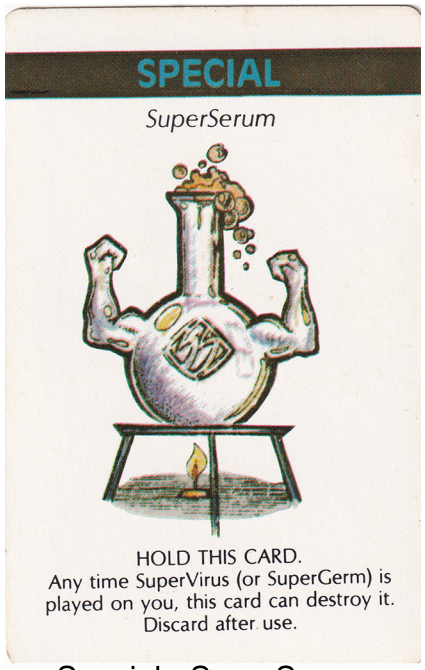
Special - Spy (No Hat)

SPECIAL
Spy
HOLD THIS CARD.
A spy may do any one of four things:
1) Foil a saboteur; 2) Steal a secret;
3) Gather military information;
4) Counterspy.

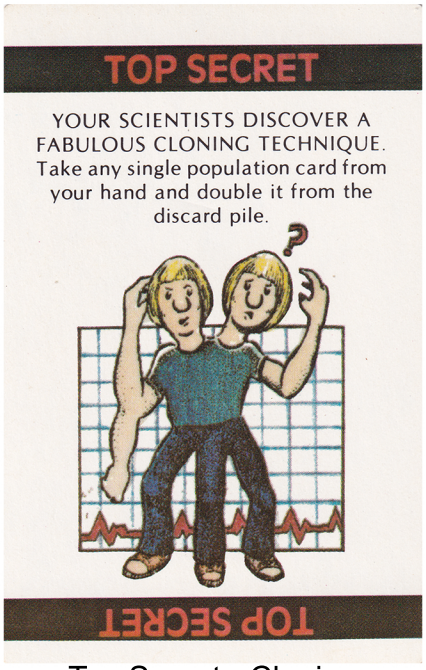
Special - Spy (Salakot)

SPECIAL
Spy
HOLD THIS CARD.
A spy may do any one of four things:
1) Foil a saboteur; 2) Steal a secret;
3) Gather military information;
4) Counterspy.

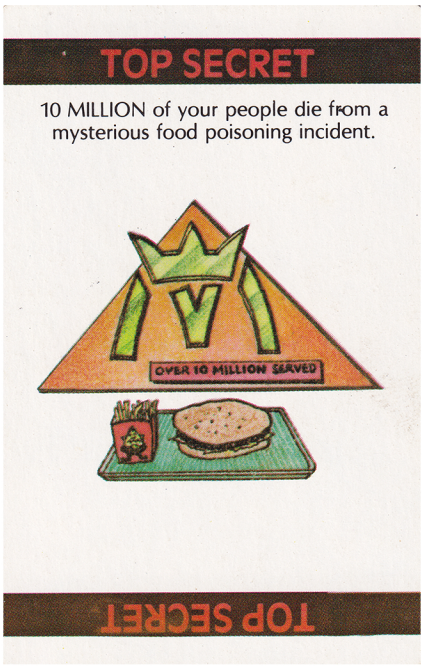
Special - Spy (Saturno)



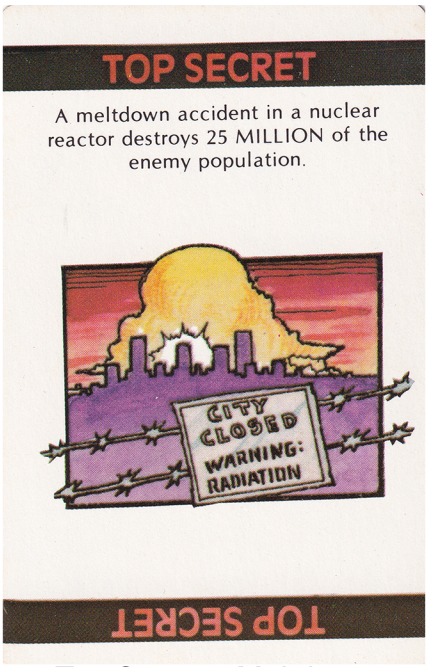
Special - SuperSerum



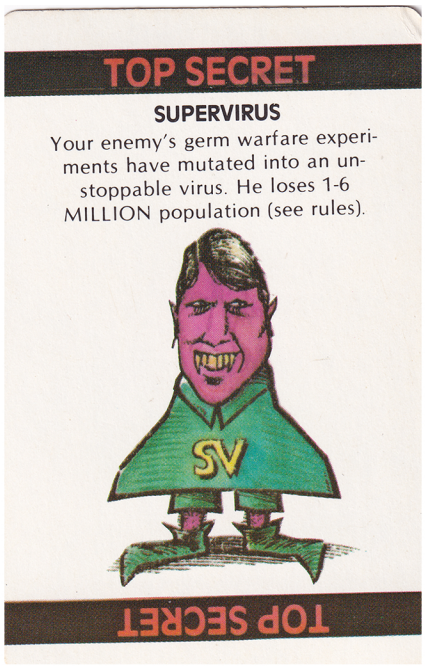
Top Secret - Cloning



Top Secret - Food Poisoning



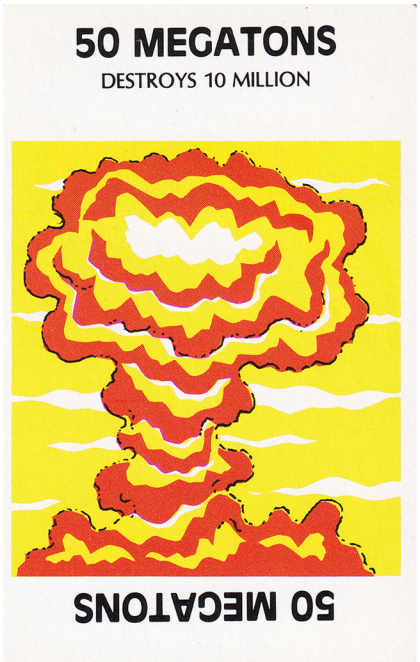
Top Secret - Meltdown



Top Secret - Supervirus

Warhead 10 Megatons (Qty 19)

Warhead 20 Megatons (Qty 10)

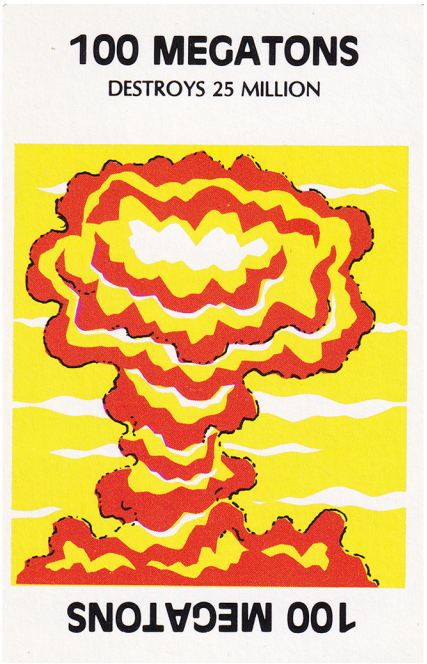


Warhead 50 Megatons (Qty 4)

Nuclear Escalation was the first original publication by Flying Buffalo for what would become a long-lived series of expansions for the Nuclear War game. This was to be a standalone game or one that could be combined with Nuclear War.

Unlike its predecessor, Nuclear War Third Edition, Flying Buffalo elected for another first for them, to use full color for all of the cards. SS Crompton is the artist for this set. The line work was copied onto cardstock and then painted with watercolor. The result is noticeably better than the black and white line drawings in the parent game.

"Special" cards were introduced in this set. The series of six spies, I have elected to classify by their hats, rather than by their cultural overtones.



Warhead 100 Megatons (Qty 1)

Qty	**Warheads**
19	10 Megatons
10	20 Megatons
4	50 Megatons
1	100 Megatons
	Propaganda
12	5 Million Propaganda
6	10 Million Propaganda
2	25 Million Propaganda
	Carriers
4	B1 Bomber
2	Cruise Missile
9	Minuteman Missile
3	MX Missile
9	Titan Missile
3	Space Platform

Interceptors
Killer Satellite
Sprint Interceptor
Nike-Zeus Interceptor
Jet Interceptor

Secrets
Athletic Superstar
Boring Speech
Environmentalist Protest
Punk Rock
SPY TRAPPER!
TV Radiation
Venus Radiation

Top Secrets
Cloning
Food Poisoning
Meltdown
Supervirus

Specials
Civil Defense
Saboteur
SuperSerum

Spies
Canotier
Fedora
Fez
No Hat
Salakot
Saturno